

NEW & EXCITING AMUSEMENT GAME.

METEOR

- DESTROY SALLING METEORS & UFO!!
- 360° ALL-DIRECTIONAL FIRING POSSIBLE!!
- EMERGENCY ESCAPE, OUR SPACESHIP!!



•TABLE TYPE

•UPRIGHT TYPE

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METEOR

**PRESENTS ANOTHER NEW EXTRA
TERRESTRIAL SPACE ADVENTURE.
A CELESTIAL GAME THAT LETS ONE OR
TWO PLAYERS FIGHT AGAINST
THEMSELVES OR AN OPPONENT FOR THE
HIGHEST SCORE.**

Meteors is simple to play-hard to master! The more a player succeeds the tougher meteors become. Players continue to try and better their highest score.

- ★ Players begin with three or four spaceships. The objective being to move a spaceship adeptly enough to shoot and disintegrate meteors and UFOs—before they have a chance to destroy the player's spaceship.
 - ★ If a meteor is shoot dead-center it is broken in two parts. If these meteor halves are then hit again they break into meteorites. Once they are hit again they will be completely obliterated.
 - ★ After the meteor number has been substantially reduced, a UFO will appear. Additional enemy UFOs will materialize as the game progresses.
 - ★ Bigger UFO's will fire haphazardly. UFO's which are smaller will "lock fire" on the player's spaceship.
- After all the meteors have been obliterated, a new group of large meteors will materialize.

REAL-LIFE CONTROLS

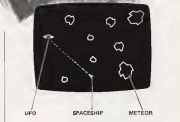
Controls for right or left rotation-fire control and thrust. Hyperspace can be activated by a button which causes the spaceship to move off the screen & reappear at uncontrolled location. Hyperspace is dangerous in as much as there is a great probability that the spaceship will be destroyed upon reentry.

SCORE



BONUS POINTS

An additional spaceship will be awarded when 10,000 points are scored.



EXTRAORDINARY EFFECTS

Authentic explosions, laser blasts, space junk disintegration are all made possible by a new random scan system. This new system creates authentic and three dimensional effects—with sharp realism, and spectacular manipulation. Real life visuals are reinforced by life-like sounds.

HIGH SCORE TABLE-NEW!!

The ten best score with player's initials are displayed. If a player's score is greater than one of the ten listed, he or she can add that score with initials to the list.

OPERATOR OPTIONS — EXCLUSIVE

COINAGE

Free play, 1 coin per play, 1 coin per 2 plays, 2 coins per play.

SPACESHIPS

Meteors can be adjusted so that a game will start with 3 or 4 spaceships.

SELF-TESTING — INCORPORATED

Meteors self-testing system guarantees instant trouble solution immediately and on the spot!